

STANDARD 3: Technical Production

Grade 2

- 3.2.1 Use available equipment to create a performance space within given limits. (a)(e.g., desks, chairs, blocks, etc)
- 3.2.2 Communicate specific locales for a story. e.g., Create a diorama to demonstrate a set for a given scene.’’
- 3.2.3 Given the scene, collaborate to collect props, lighting, sound, etc., for a scene; determine the costumes and setting.) (b)
 - Discuss how your environment will be lit. (Is it evening? Morning? Shall we darken or lighten the room?) (a/b)
 - Discuss what sound you might hear in a given scene and how you will demonstrate this. (b)

Grade 4

- 3.4.1 Designate a performance space within given limits by creating a set with available materials such as classroom furniture, cardboard boxes, etc. (a)
- 3.4.2 Demonstrate knowledge of stage directions. (e.g., Play “Twister” using a floor grid of stage directions.) (a/b)
- 3.4.3 Define and discuss the technical aspects of theater. (b)
- 3.4.4 Collaborate to collect and safely organize technical elements in a scene. (e.g., In groups of five or six, perform a scene using lights, scenery, props, costumes, etc.) (b)

Grade 6

- 3.6.1 Analyze the effect of lighting. (eg., Observe and record the changes in lighting in the classroom, and note how they affect mood.) (a)
- 3.6.2 Determine the technical requirements of any production by
 - a. listing technical theater positions and duties. (b)
 - b. attending a backstage tour at a college, high school or professional theater. (a/b)
- 3.6.3 Draw a grid of a stage with stage areas labeled (e.g., upstage, downstage, centerstage, etc.). (b/c)
- 3.6.4 Demonstrate an understanding of the effect of space on a given scene. (e.g., rearrange the classroom to create a variety of environments for classroom dramas.)(b/c/d)
- 3.6.5 Assume responsibilities for design and construction of costumes and set for a classroom production. (b/d)

Grade 8

- 3.8.1 Develop designs appropriate to convey the meaning of a given play or scene.
 - e.g.
 - Build a model of a realistic interior set. (a/d)
 - Design a groundplan of the set in scale using traditional drafting techniques and/or computer assisted design(c/d)
 - Create settings for scenes or improvisations using available furniture and set pieces. (c)
- 3.8.2 Analyze a script and extract list of props, sounds, and lighting changes. (b)
- 3.8.3 Select appropriate makeup, costumes and props to suggest character. (e.g., Describe or demonstrate the makeup process for old or middle age; use costumes or props in classroom improvisations/scenes.) (a/d)
- 3.8.4 Describe relationship of lighting to script and other technical aspects. (e.g., identify lighting functions and instruments.) (c)

Grade 10

- 3.10.1 Compare the technical requirements of live theater and electronic theater. (e.g., discuss the difference between technical crews in live theater and those in film and video.) (a/d)
- 3.10.2 Develop designs and materials that reflect and convey the production concept.
- Design six costumes for a historic/classical play. (b/c/d)
 - Design lighting for a play using appropriate software on a computer. (b/c/d)
 - Using CAD, generate a stage design for a realistic or non-realistic play. (c/ d)
 - Design a groundplan and/or model for a non-realistic setting. (c/d)
 - Design poster and program for a dramatic production. (e)
 - Write a press release for a dramatic production. (e)
 - Using a computer program, create a video playbill to play on video screens outside the theater or throughout the school. (e)
- 3.10.3 Analyze dramatic text from a cultural or historical perspective to determine production elements. e.g., Read a one-act play from a culture or time period other than own, and develop a costume or light plot. (b/d)
- 3.10.4 Explain the physical properties of the technical aspects of theater. e.g., Design and implement a lighting lab to study color. (c/d)
- 3.10.5 Explain the technical aspects of the theater. e.g., Operate and explain the school's lighting control system. (d)

Grade 12

- 3.12.1 Analyze text, and develop designs that support the text.
e.g. •Develop a soundtrack for a play, film or video.) (a/d)
 •Collaborate with other designers to integrate lights, sound and costume to enhance a set of your own design for a fictional play or historical event. (b/c/d)
- 3.12.2 Apply technical skills and technology to design elements:
- Use available technology to enhance lighting and scenery design (internet for research, 3D software, etc). (c/d)
 - Using a synthesizer with computer-aided musical composition, create a musical score for a play you have read. (b/c/d)
- 3.12.3 Student demonstrates understanding of technical theater by Taking on a leadership role (e.g., as production manager, designer, technical director, stage manager, master carpenter, costume designer, etc., for a major production.) (d/e)
- 3.12.4 Design appropriate business and promotional practices for the theater. (e.g. Develop a promotional plan to sell a school production to the community.) (e)